

RO-MICRO

**From CoBra to
iPhone and Vision Pro**

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Ro-Micro | Microprocessor Evolution in 52 years

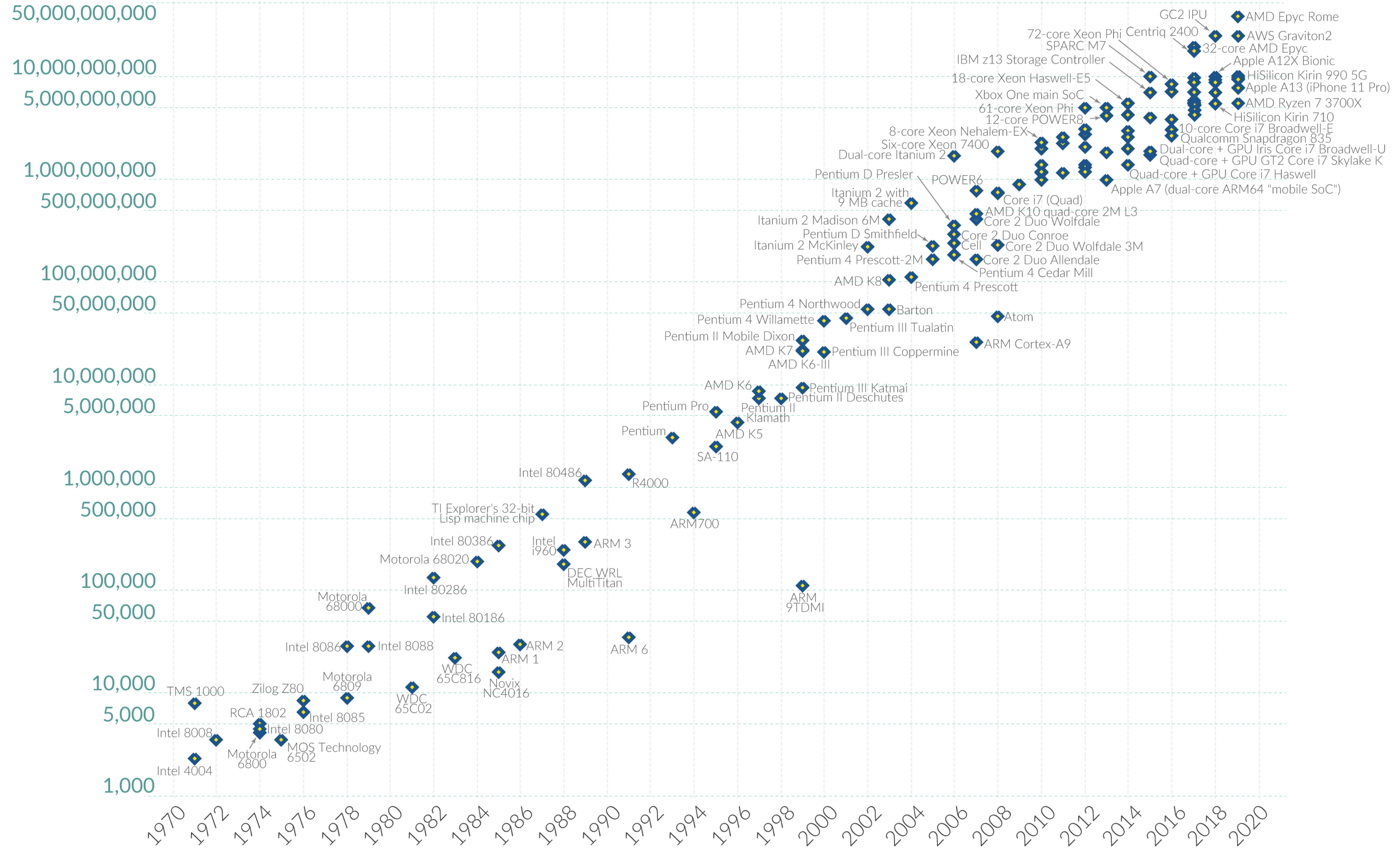
Processor	Launch	Discount.	Transistor	Clock	Technology	Pins	Data Bits	Addr. Bits
Intel C4004	Nov. 1971	1981	2,300	0.750 MHz	10 μm	16	4	12
Intel C8008	Apr. 1972	1983	3,500	0.800 MHz	10 μm	18	8	14
Intel 8080	Apr. 1974	1990	4,500	3.125 MHz	6 μm	40	8	16
Motorola 6800	1974		4,100	2.000 MHz	8 μm	40	8	16
MOS Tech 6502	1975		3,510	3.000 MHz	8 μm	40	8	16
Xilog Z80	Jul. 1976	2024	8,500	8.000 MHz	4 μm	40	8	16
Intel 8086	1978	1998	29,000	10.000 MHz	3 μm	40	16	20
Apple M3 Max	Oct. 2023		92 x 10 ⁹	4.050 GHz	3 nm	thousands	many	many

Feature	Intel 4004	Apple M3 Max	Ratio
Cores	1	12P + 4E + 40GPU (x128 ALUs) + 16NE (x256 MACs)	9,232
Transistors	2,300	92,000,000,000	40,000,000
Clock	750 KHz	4.05 GHz	5,400
IPC	1/8	8	64
Geometry	10 μm	3 nm	3,333
Memory Size	4 KB	128 GB	33,554,432
Memory B/W	0.1 MB/sec	409.6 GB/sec	4,096,000
Media Engines	0	Video Codecs, ProRes, ISP, Pixel Processors	infinite

Moore's Law: The number of transistors on microchips doubles every two years

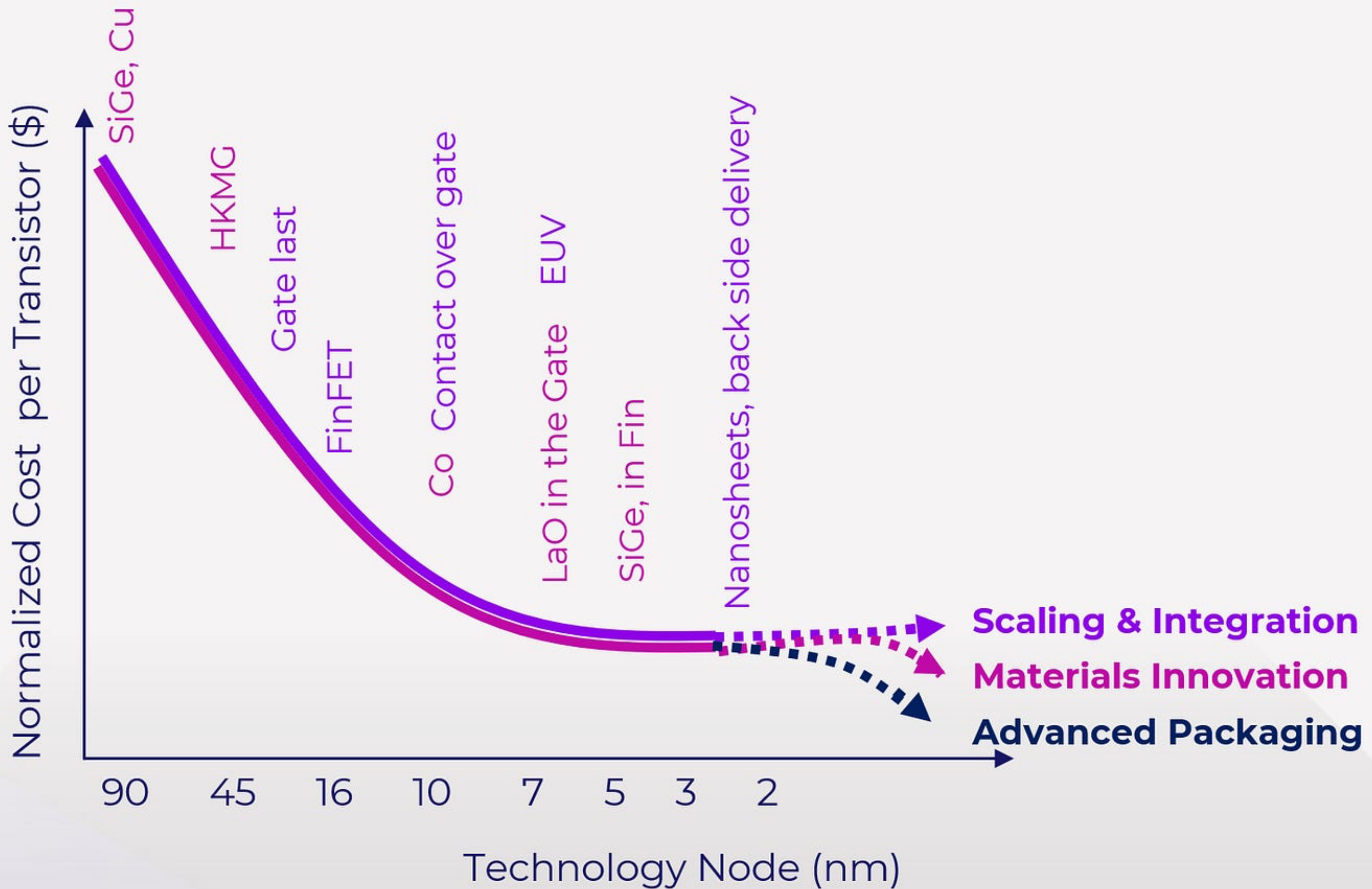
Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important for other aspects of technological progress in computing – such as processing speed or the price of computers.

Transistor count



Data source: Wikipedia (wikipedia.org/wiki/Transistor_count)

Ro-Micro | Cost per transistor has flattened



Ro-Micro | Dennard Scaling breaks down in 2006

As transistors get smaller, their power density stays constant, so that the power use stays in proportion with area; both voltage and current scale (downward) with length.

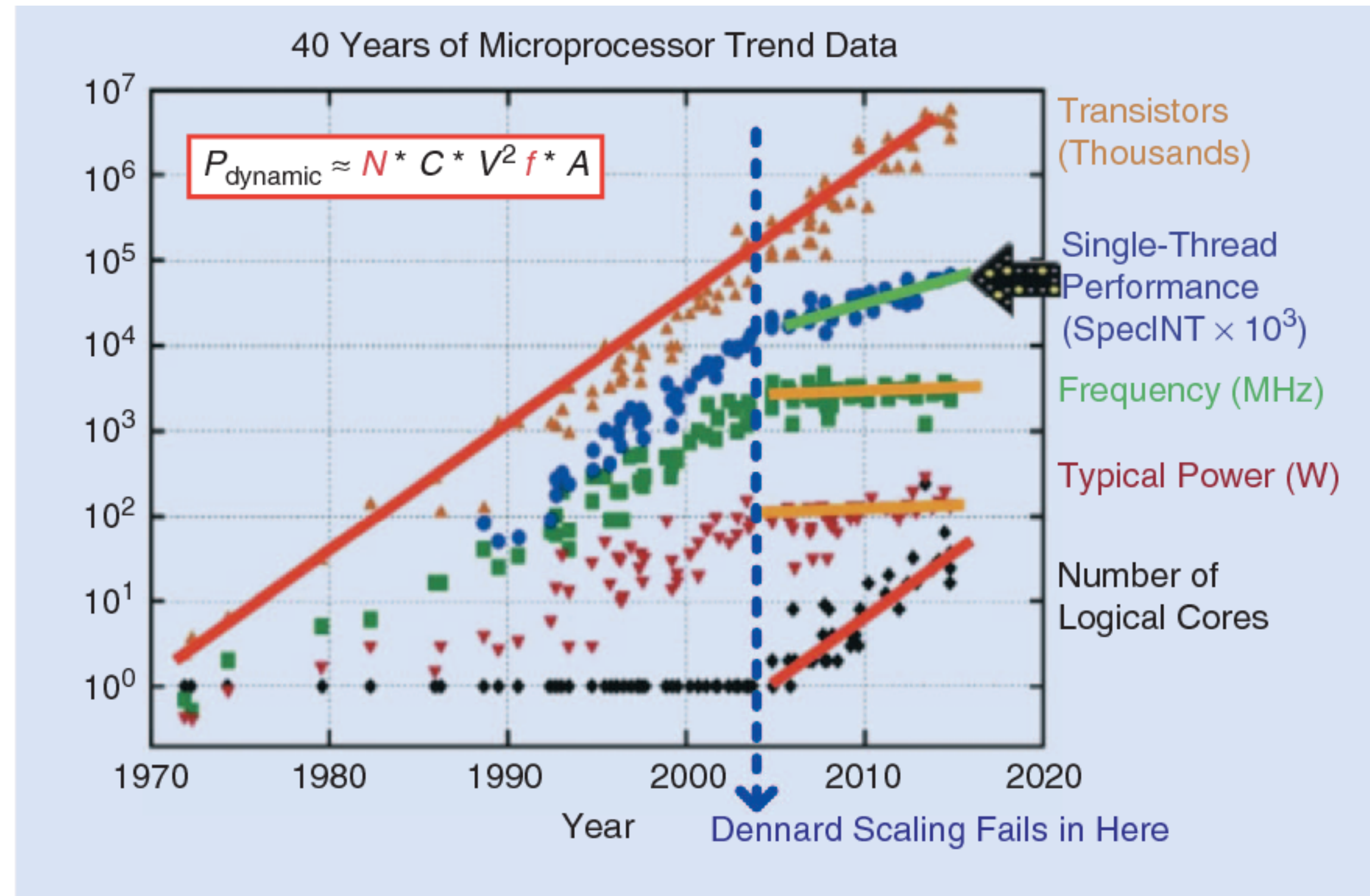
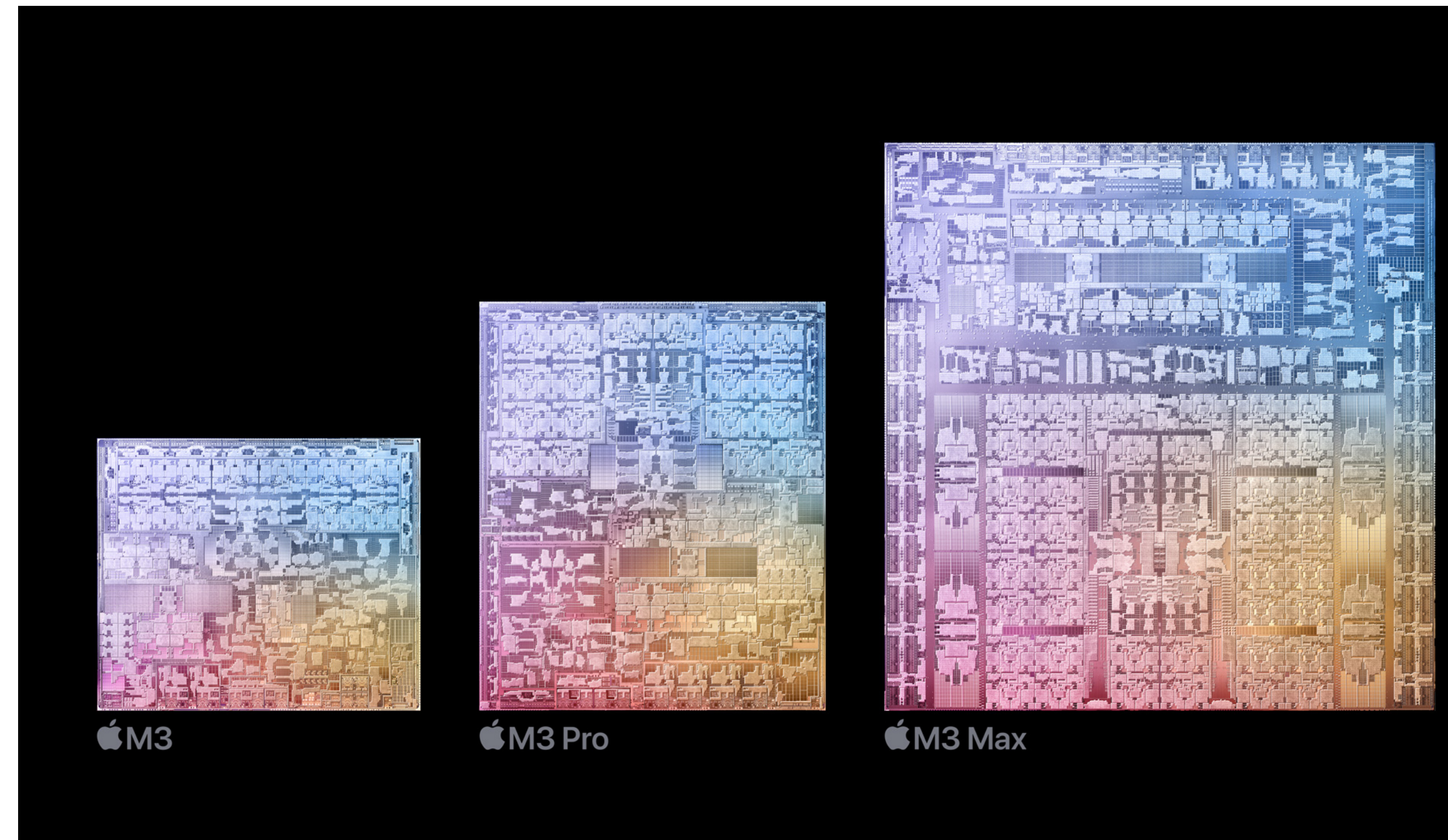
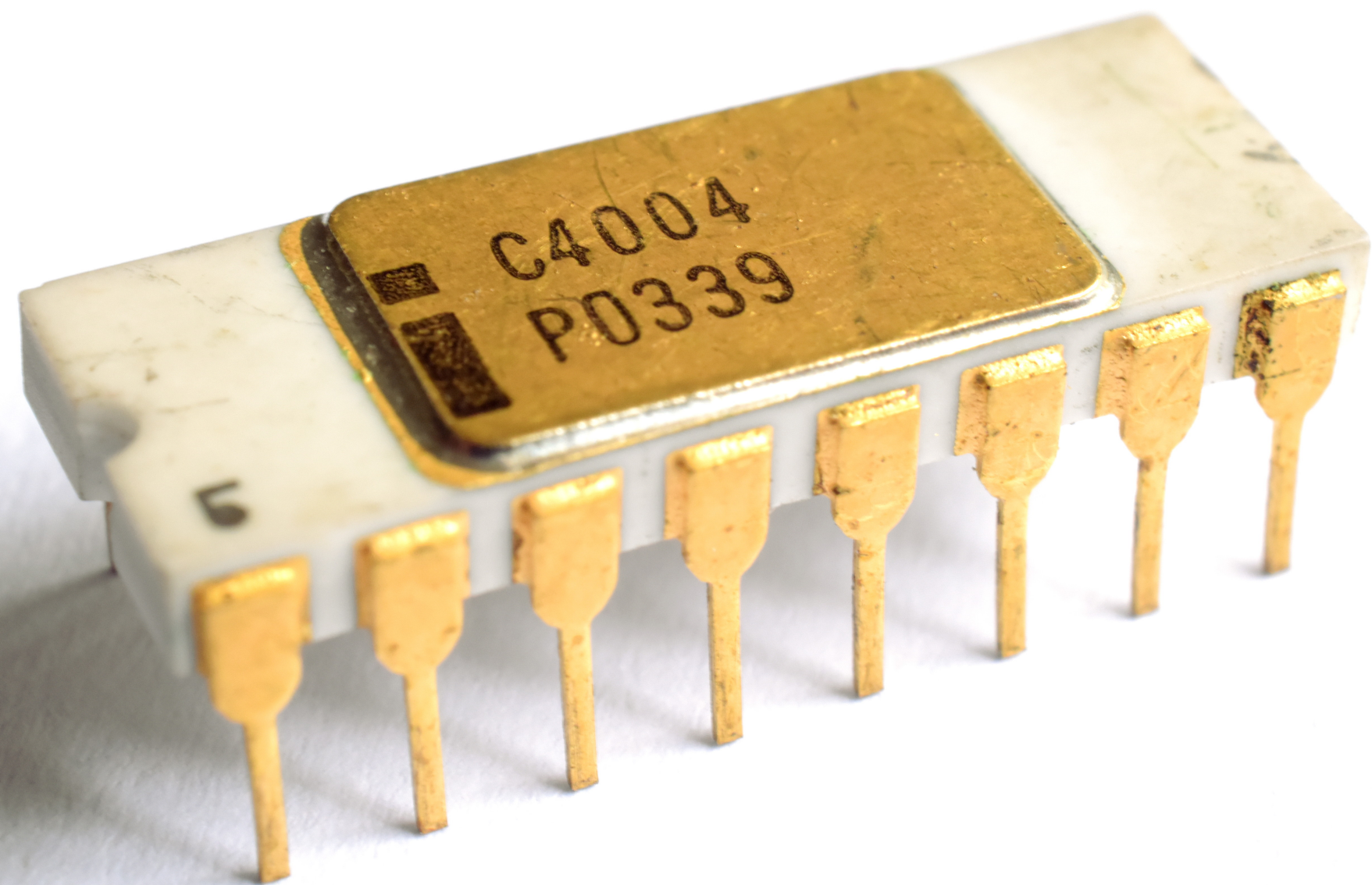


FIGURE 1: The Dennard scaling failed around the middle of the 2000s [24].

Performance increases only by adding more cores or by architectural improvements.

Ro-Micro | From Intel C4004 to Apple M3 Max

- Technology has evolved a lot, a few orders of magnitude over the last 52 years
- The underlying principles and functions are the same: ALUs, Registers, Memories, Interconnect, Clocks, I/Os
- Divide and Conquer: Hierarchical Approach, Parametrizable Designs, and Reuse
- Architecture and Microarchitecture first: determine use cases, data flow, performance and B/W requirements
- SOCs are huge, but they consists of building blocks with local optimizations
- Data and code compression are heavily used, lossless and lossy





Revolutionary dual-chip performance.

A unique dual-chip design enables the spatial experiences on Apple Vision Pro. The powerful **M2** chip simultaneously runs visionOS, executes advanced computer vision algorithms, and delivers stunning graphics, all with incredible efficiency. And the brand-new **R1** chip is specifically dedicated to process input from the cameras, sensors, and microphones, streaming images to the displays within 12 milliseconds — for a virtually lag-free, real-time view of the world.

Ro-Micro | State of the Microprocessor

- ISA (Instruction Set Architecture) is not that relevant as it was considered in the past
 - x86, MIPS, SPARC, Motorola 68000, PowerPC, ARM, RISC-V
- Market needs, good management, and execution are more important
 - NVDA (Nvidia), APPL (Apple) , AVGO (Broadcom), TSMC vs. INTC (Intel) and many others
- Hardware needs to be fast and simple; Firmware controls the operation and dependencies
- Compiler and tool chain are essential
- For too long industry has relied on Moore's Law
- Like any exponential law, it had to end at some point; it did in 2006
- Like any problem, it brings opportunities
- We are witnessing a Computer Architecture Renaissance

Ro-Micro | What's Next for Microprocessors

- Integration in the past (single chip) -> Disintegration in the future (chipelets)
- Power Consumption is a big challenge
- AI contributes to it; it is a brute force solution that is not sustainable
- Industry needs to do more with less (higher performance with lower power)

- Higher Level of Abstraction
- Domain Specific Processors
- Preserve Data Locality (Data Movement is a lot more costly than Computation)
- Function based Programming
- Hierarchical Caching
- Processor Chaining to minimize access to Memory

Ro-Micro | Technology and Industry Drivers

- It's all about Disruption
- Semiconductor Technology (Process) Drivers
 - IBM, Intel, Samsung, TSMC
- Game Consoles
 - Atari, Sega, Nintendo, Gaming PC, Sony PlayStation, X-Box, Mobile Phones, Tablets
- Product Drivers
 - PC (Wintel), Digital Still Camera (Sundisk - George Samachișă), Mobile (Apple), AI (Nvidia - Jensen Huang)
- Media Delivery
 - Tapes, Cassettes, VHS & Beta, CDs, Video CD, LaserDisc, DVD, Blu-ray Disc (last physical media support) -> Streaming
- Industry Disrupters
 - Pioneers: Shockley Semiconductor Laboratory, Fairchild (Traitorous eight), Zilog, Digital Research (Gary Kildall)
 - Founders (they built Silicon Valley): HP, Apple (before 1990), Intel, Microsoft, Cisco, Qualcomm
 - .com: Amazon, EBay, Yahoo
 - Social Media: Google, Facebook, Instagram, Byte Dance (Tik-Tok)
 - Latest Tech: Netflix, Apple (after 2007), Tesla, Broadcom (Avago), Microsoft (OpenAI), Nvidia

Ro-Micro | Technology Evolution

■ Latest Trends

- Own-> Rent, Physical -> Virtual or Artificial (Second Life, Social Media, Metaverse, Robots, AI)

■ Most Companies and Venture Capitalists have a Herd Mentality

- Disrupters and trendsetters are in general contrarians; they don't go with the herd, but find their own path
- Biggest Miss was the Consumers Market which Apple took advantage of

■ AI is a bubble, similar to .com

- A lot of capital will be wasted, but some major companies will emerge
- AI is the ultimate copycat that enables Copyright Infringement and Intellectual Property Appropriation
- Humans will not be replaced by Robots run by AI (see Federico's talk)

■ Follower vs. Leaders

- Don't fight the trend, understand it, find Achilles heel of entrenched players, and disrupt the status quo

■ High Tech and Silicon Valley

- Are responsible for most of the economic growth in the last few decades
- But are ruthless environments
- Only 10% of start-ups succeed and less than 1% are home runs

■ Andy Grove: Only the paranoid survive